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TITLE: Method for bestseller prediction/exploration and portal service of cultural goods through virtual stock investment game

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PATENT-FAMILY:

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APPLICATION-DATA:

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ABSTRACTED-PUB-NO: KR2002042036A

BASIC-ABSTRACT:

NOVELTY - A method for the bestseller prediction/exploration and a portal service of the cultural goods through a virtual stock investment game is provided to make a cultural goods provider easily plan a marketing plan and to promote the formation of the healthy cultural space and the development of a cultural industry.

DETAILED DESCRIPTION - The method comprises the steps of listing various kinds of cultural goods to a virtual stock market on a cultural stock game server(100) through a valuation process, paying the cyber money for the stock investment according that a customer(200) registers to the game server as a member, databasing the investment information of the customer, displaying various kinds of stock information on a web, and calculating a rank of the dealing volume and the stock price by each cultural goods and selecting displaying a bestseller goods of each category on the web. The virtual profit obtained by the customer is exchanged into the transaction cyber money according to a preset ratio and the customer buys the cultural goods by connecting to the cultural goods provider(300) and paying the price with the transaction cyber money or the on-line cyber money.

CHOSEN-DRAWING: Dwg.1/10

TITLE-TERMS: METHOD PREDICT EXPLORATION PORTAL SERVICE CULTURE GOODS THROUGH VIRTUAL STOCK INVESTMENT GAME

DERWENT-CLASS: T01

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